

INSTRUCTION MANUAL

VICTORY ROAD™



Commodore 64™/128™
5¼" DISKS
Joysticks Required



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VICTORY ROAD COMMODORE INSTRUCTIONS

OBJECTIVE

In this one-player game, our hero from Ikari Warriors is back! And this time, he's up against the most fearsome enemy of all – the monstrous Stonehead and his army of bizarre, inhuman creatures who threaten to overpower the universe!

As the game progresses you must make your way through desolate landscapes of treacherous terrain where hordes of bloodthirsty Green Gremlins, Winged Man-Beasts, Trolls and Yellow Crabs threaten to overwhelm you.

In each of the five levels of play you must get past the super demon before advancing to even more grueling enemy attackers.

Fight through to the end to free the world from these terrible creatures who threaten to destroy the universe. Become the force which restores the world to freedom.

Do you have the courage to travel the Victory Road?

GETTING STARTED

Turn on the disk drive and your Commodore 64. Insert the program into the drive with the label facing upwards. Type LOAD"*",8,1 (RETURN). The introductory screen will appear and the program will then load automatically.

The game loads in stages, and the completion of each stage is necessary to proceed to the next.

GENERAL CONTROLS

Plug your joystick into Port 2 to play Victory Road. To shoot bullets, tap the joystick button. To throw grenades hold and release the joystick button. When using the flame thrower, shoot it as you would the regular gun.

OTHER FEATURES

M	MUSIC ON FUNCTION
O	MUSIC OFF FUNCTION (SOUND EFFECTS ONLY)
RUN/STOP	QUIT GAME

GAME PLAY

You begin the game armed with a gun and hand grenades. Throughout the game you will discover abandoned flame throwers from those poor souls who have gone before. These are still active and can be picked up and used again. You will find that the flame throwers are much more powerful than your standard gun.

If you lose a man while carrying the flame thrower, your next man will automatically revert back to a gun.

There are five types of demons: green gremlins, yellow crabs, winged man-beasts, trolls and super demons. Trolls do not appear until after the first level.

Except for the super demon, the winged man-beasts are your greatest danger, as they fly at random and shoot lava-bullets. Watch out for those trolls, too – they also shoot lava-bullets. As you progress through each level the demons will become more aggressive. Your best bet is to use the flame thrower whenever possible.

In Victory Road, the best defense is a good offense. You must keep moving – if you stay stationary for too long, the demons will come and get you. Keep your guns blazing and grenades flying. Luckily, you have an unlimited supply of firepower.

Lava-bullets can be deflected by shooting at them, but you can only keep that up for so long. You **MUST** keep moving!

Seek out the lightning bolt symbols and walk over them. They will wipe out all the demons currently on the screen, but beware, more demons will be quickly advancing upon you. Your best bet is to keep moving at all times!

Super demons are found at the end of each level and they are extremely difficult to kill. Aim for their center and blast with your grenades several times until they are destroyed. And, if you're truly slick, you may be able to sneak around it – but don't count on it!

Each time you are hit, you lose one life. When you lose four lives, the game is over.

If you're tough enough to reach level 5, you'll find that your bullets don't move as fast. Did you think this was going to be easy? Good luck!

CONTROLS

The joystick will respond to the following directions:

UP	Walk up.
LEFT	Walk left.
RIGHT	Walk right.
DOWN	Walk down.
BUTTON	Shoots gun and flame thrower/throws grenades. Bullets will shoot in the same direction you are facing.

SCORING

Your score will increase as follows as you wipe out the demons.

Green Gremlins	100 points
Winged Man-Beasts	100 points
Yellow Crabs	100 points
Trolls	100 points
Stonehead	500 points
Super Demon	5,000 points
Completing a level	5,000 points

You gain a new man at 20,000, 40,000 and 80,000 points.

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